

PELORIA

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Peloria is a variant of Lewis Pulsipher's boardgame **Britannia**, currently available from Fantasy Flight Games (fantasyflight-games.com)

Although the board, pieces, scoring and some of the rules are different, the derivation is obvious. The sweep of history and the rise and fall of various ethnic, cultural and military groups, along with the timescale of approximately 100 years per turn, and the use of victory points to drive the simulation, come from Britannia. I would recommend playing the original game to understand this version. I would also freely admit that Britannia is probably a better balanced game than Peloria.

My prototype consisted of a painted map of Peloria on a board and used 1:72 scale plastic soldiers. Counters might be less fiddly and just as effective, and I believe that a reasonable paper board could be printed from the map files provided here.

The rules of Britannia are relatively simple, but there are some significant changes to them in this version. There is no submission in this game, no raiding, no forts or burhs (although Aldryami forest has a similar effect). There are additional terrain types - mountains and elf forest, as well as some special pieces - dragons, the Bat, and other unique features. The seas of Peloria (Sweet, Elf, White) are not as important to the game as the seas surrounding the British Isles.

There must be four players for the History of Peloria to work properly, each taking con-

trol of four Nations. These are not actually nations, but a combination of ethnic, cultural, religious, military and racial groups. These Nations are not allied and, even though they are controlled by the same player, they may even fight each other sometimes. They cannot, for example, move freely through each others' territory.

The game starts at the Dawn, and we find Peloria relatively sparsely populated by the shivering, cold and hungry survivors of Pre-history. In the Oslir valley Horse nomads are powerful, while to the south the Theyalans bring the Light and Orlanthi religion to the benighted peoples they find huddled in darkness. In Pelanda, to the west, another culture survives. In Alkoth, the fierce "Killmen" spread terror to surrounding regions.

Each turn gives the Nations opportunities to increase in population, conquer territory, and fight their enemies. New forces will appear throughout the game; some new barbarian hordes from the South, Aldryami spreading their seeds with a plan to reforest the whole world, troll caravans, exiled Fronelan mercenaries carving out a new empire. We will see the mysterious Empire of Wyrms Friends, the Gbaji Wars, the heroic Call to Heroes and the appearance of the Red Moon Goddess. Finally, we reach the start of the Hero Wars in turn 16.

The best options for a player are not always obvious. He must balance his opportunities to score points with preventing other players from scoring. Current Victory Point scores are not secret so everyone should know who

is in the lead. This may not be a reliable guide to who will win as the different Nations and players have their best scoring chances at different times in the game. With this in mind, we present a strategy guide.

Part 1: Rules Variations

Turn Order

Player 1: Hirenmador

Player 2: Hyalorings

Player 3: Veshtargos

Player 4: Alkoth

Player 4: Pelanda

Player 1: Pelorians

Player 3: Theyalans

Player 1: Praxians Appear in Round 3

Player 2: Aldryami Appear in Round 4

Player 1: Telmori Appear in Round 5

Player 4: Digijelm Appear in Round 5

Player 4: Soldiers Appear in Round 5

Player 2: Barbarians Appear in Round 6

Player 3: Carmanians Appear in Round 9

Player 3: Balazarings Appear in Round 9

Player 2: YOUF Appear in Round 10



Nation Turn

1) Population Increase phase

- Count occupied areas (2 x normal areas + rough terrain areas + population points)
- Each count of 6 adds one unit. Left over points on the population track.
- If no more units are available, population track set to 5. Nation maximums are listed in the Nation section.
- Place new armies in areas occupied by the nation's armies. Some Nations have additional limitations about where they can place units.
- If there is nowhere to legally place a unit, the unit is lost and the Population Track is set to 5.
- Stacking limits apply when placing new units (but remember the single overstack rule).
- New Units listed in each Round also appear in this phase. New Units usually appear in certain locations, but they are not restricted by the rules for Population increase - for example, Soldiers appear in Esvulthil even if other enemy units are already there.

2) Movement phase

- Move any all or none of a nation's units.
- Normal units move 2
- Cavalry move 3
- Units must end move when entering rough terrain. [Except during invasion turns]
- No movement in sea areas. [except: Pelandans, who cannot stop there]
- No movement in permanent forest areas [except Aldryami]
- No movement in Mountain areas [except Digijelm and Telmori – treat as rough]
- Stacking limits apply at the end of normal movement phase. [Except - no stacking limit in Invasion turns]

Overruns

- units must stop when moving into an area containing an opposing nation's units. [Exceptions – Digijelm, Dragons]
- If moving units outnumber the opponents units, the excess units may move through the area. [Exceptions - Cavalry units only need to equal the defenders to overrun. Forests can never be overrun]

Stacking

Terrain	Limit
ROUGH	2 units
OPEN	3 units
OPEN WITH RIVER	4 units
OPEN IN TRIPOLIS (Henjari, Vonlath, Esvuthil)	5 units

Stacking limits are effective at the end of every nations movement phase and when retreating.

Only one Forest counter is allowed in any area. No forest counters can be located in Mountains, Forest, Hungry Plateau or Sea areas.

Overstacking

- Each nation is allowed one single over-stack.
- Unlimited amount of armies in open terrain.
- 4 armies in rough terrain.



3) Battles phase

When two nations occupy the same land area after the movement phase, battle occurs. One die for each unit is rolled. Battle continues until all units of one or both nations are eliminated or retreats. Some units receive more dice per unit. [Alkoth 2, Dragons 4, the Bat 6].

Rolls are made simultaneously for each round of battle, and units removed. For combined armies (cavalry and infantry) the attacker decides which dice result to allocate to which unit. This gives an advantage to mixed armies.

- A normal unit eliminates another on 5+
- Rough terrain gives -1 to attackers die rolls in the first round.
- Attacking cavalry has +2 on die rolls for the first round of battle.
- Defending cavalry in open terrain is only eliminated on 6+ to eliminate in the first round of battle.
- Only 5 units may attack in any one area.

Retreat

- After the first round of battle a nation may retreat some or all of its units. (defender first, then attacker)
- Defender moves to any adjacent solely occupied areas, or adjacent vacant areas that it could normally legally move to.
- Attackers retreat to the area they moved from to reach the battle area.
- Stacking limits apply to retreats.
- If no legal retreat area is available, the units must remain in battle. Telmori can retreat to any empty Mountain area even if they are not adjacent to it.

4)Overpopulation phase

Count land areas occupied. Remove number of armies in excess of (3*land areas). Removal cannot empty an area.

Special Turns

Invasion During an invasion turn the invader has two movement and battle phases (i.e. phases are 1,2,3,2,3,4). Movement is not stopped by rough terrain.

Scoring

Nation Scoring

Each nation has specific victory conditions which are used during “Nation Scoring” turns.

Jenarong Emperors

Emperors Through Force of Arms

Each Round with Jenarong Emperor scoring gives each nation has a chance to claim Emperorship and make that nation the Imperial Nation

To be the Imperial Nation it must possess one piece of Regalia more than previous successful claimant. If the Nation of the current Emperor is destroyed then reset to Regalia needed to zero.

There are 10 pieces of Regalia that a True and Complete Emperor must possess.

These start either in the possession of a Nation, or in a specified area. An Emperor may move the Regalia (except for the Crown of Rule) within areas that his Nation holds. Once a particular piece of Regalia is joined with the rest, it cannot be split up. Once they are part of the Imperial Regalia they remain as part of the Regalia.



Regalia Piece	Initial Location	Notes
Low Crown of Rule	Vonlath	cannot be moved at all
Sandals of Protection	Hyalorings	
Vestments of Disclosure	Darsen	
Girdle of Command	Henjarl	
Bow of Domination	Veshtargos	
Roost of Tholm	Kestinlands	
Sceptre of Order	Esvuthil	appears in Round 2, Pelorian Turn
Orb of Authority	Vanch	appears in Round 3, Pelorian Turn.
Feathered Cap of Mernita	Birin	appears start of Round 4. It can only be possessed by nation possessing the Bow of Domination
Mantle of Sovereignty	Darjiin	appears in Round 4, Start of Turn

Victory Points awarded to the Imperial Nation equal to the number of Regalia possessed.

Rites of Khordavu

The Ten Princes assembled the Regalia so that there could be a True Emperor.

In Rounds 4 and 5 the Regalia can be moved to Vonlath by the Imperial Nation.

Each Nation, in their Nation Turn, can claim to be Emperor as with the Jenarong Emperors.

The Bow of Domination does not count for Khordavu Emperors.

If *all* the Regalia are assembled, the Emperor gains 10VP.

Complete Emperor

The Imperial Nation can still be claimed by any Nation, but since the Regalia are likely to be in Vonlath, possession of this area should normally usually determines who is Emperor. The Complete Emperor gains 1VP per area controlled by their Nation that is connected to Vonlath.

Call to Heroes

Turn 13

During the Call to Heroes all the Nations of Peloria were at peace with each other so that a great army could be assembled to destroy the dragons and dragonewt nests and



plunder their treasures. This was called the True Golden Horde. They marched to Dragon Pass and were all eaten by Dragons.

The YOUF fought against the Golden Horde, going to Dragon Pass to defend their squamous inhuman allies. They, too, were eaten by the dragons.

At the end of Turn 13 conduct a secret bid. Each Player writes down how many units he is going to remove from the board from each of his Nations.

Appropriate Nations are: Theyalans, Barbarians, Carmanians, Soldiers, Pelorians, Pelandans, Praxians, Alkothe, Balazarings, Hirenmador, Hyalorings, Veshtargos, Youf19. (Units from Ralios and Karia, who cannot cross Kartolin or the mountains, cannot be removed).

Youf removed from the board count as Exit via Dragon Pass for Youf VP.

The quantities are then revealed and the units removed.

Whichever Player (not Nation) removed the most wins VP equal to the total number removed.

The player who removed the 2nd most receives 20VP.

The Player who removed the 3rd most receives 2VP

The Player who removed the Least receives zero VP.

In the case of ties, reduce by one level.

If two players tie for first place, they both receive 20VP. If two players tie for 2nd place, they both receive 2VP, as does the player who came third. If all players tied, they all get zero. If three tie and the remaining one is greater, the three receive 2VP each, the

winner receives VP per unit. If two sets of two tie then the winning pair receive 20 each and the losing pair receive zero.

Shah of Carmania

Turns 14, 15, and 16

Any single Nation with twice as many areas as any other single nation in areas north west of the Barbarian belt(i.e. not including Charg, Baloris, Brolia, Broken Pot, Anadikki, Talastar, Lakrene, Skanthi, Aggar, Dog Plains, Dragon Pass, Ivory Plinth, Imther, Tork, Votankiland, Karia, Ralios) can claim the title of Shah of Carmania.

The Shah of Carmania gains 10VP.

Special Terrain

Kartolin Pass

Located between Karia and Dorastor. This difficult pass is easy to defend so units may not be moved from Karia to Dorastor if enemy units are on their own in Dorastor. They may cross if another unit of the same nation can be moved into Dorastor from another di-

rection in the same movement phase (thus, a Nation in Dorastor cannot be attacked from Karia unless it is also being attacked from another direction).

Hungry Plateau

This area does not provide population points to anyone except Praxians, who treat it as open terrain. It can only be entered from Kostaddi by normal units. Units that can enter mountains (Digijelm, Telmori) can enter it from other areas. Aldryami may never enter here.

Deathline

After turn 13 (The Dragonkill, also known as The Disaster. This was followed by the Inhuman Occupation when trolls, tusk riders, beastmen and Aldryami ruled Dragon Pass), the Deathline prevents any units other than Digijelm, Dragons or Aldryami entering or leaving (or leaving the board via) Dragon Pass. This may leave units stuck in the Ivory Plinth and Dragon Pass.

Part 2: Turns

Set up

Hirenmador: 4 Cavalry in Naveria

Hyalorings: 3 Cavalry in Saird, 2 Cavalry in Sylila

Veshtargos: 6 Cavalry spread over Pent, Ezarkos, Althil, Velthil, Jarasan, Birin

Alkoth: 3 Killmen in Henjarl

Pelanda: 1 Infantry in each area: Karasal, Pelanda, Red City, Oronin, Bindle, Old Darklands, Eol, Vanstal, Worion, Jhor, Suvaria (total 11)



Pelorians: 1 Infantry in each area: Lenshi, Dog Plains, Imther, Kostaddi, Dikoria, Darsen, Rinliddi, Kestinlands, Dara Ni, Lakrene, Darjiin, Sanken, Vanch, Dara Ni. (total 14)

Theyalans: 4 Infantry in Dragon Pass, 2 Infantry in Ivory Plinth

Accoutrements:

Low Crown of Rule: Vonlath - Cannot be moved

Sandals of Protection: Any Hyaloring Area

Vestments of Disclosure: Darsen

Girdle of Command: Henjarl

Bow of Domination: Any Veshtargos Area

Roost of Tholm: Kestinlands

Turn 1 Warlords

"The warlords drove their chariots over the shattered earth and brought back life. These were still miserable times and the evil Warlords who ruled would not be considered Emperors today."

Theyalans: Invasion turn

Victory Points: Jenarong Emperor

Turn 2 World Council

"There were barbarians and ruins to the east and west but no wonders. A tribe of cannibals lived in the north whose magicians summoned huge herds of beasts."

Theyalans: Invasion Turn; 7 new units

Accoutrements: The Sceptre of Order appears in Esvuthil at the start of the Pelorian Nation turn

Victory Points: Jenarong Emperor

Turn 3 Monster Army

"General revolts broke out to try to overthrow the nomad overlords. A great horde of Monsters came called the Monster Army."

Theyalans: Invasion turn

Praxians: Invasion turn; 10 new units in Dragon Pass

Accoutrements: The Orb of Authority appears in Vanch at the start of the Pelorian Nation turn.

Victory Points: Nation scoring, Jenarong Emperor

Turn 4 Argentium Thri'ile

"The March of Khordavu tells the epic of the Ten Princes who restored the Empire and put an Emperor with the Mantle of Sovereignty on the throne. The horse nomads were driven to the empty plains to the east."

Hirenmador: Invasion turn

Hyalorings: Invasion turn

Veshtargos: Invasion turn

Praxians: Invasion turn

Aldryami: 3 new units; one each in Rist, Erigia, Elder Wilds.

Accoutrements:

The Feathered Cap of Mernita appears in Birin at the start of the Round. The Cap can only be possessed by the nation who possesses the Bow of Domination.

The Mantle of Sovereignty appears in Darjiin at the start of the Pelorian Nation turn.

Victory Points: Rites of Khordavu

Turn 5 Imperial Army

"The Empire became more powerful and became aggressive against foreigners. A General from the Army usurped the footstool and, in Vanch and Rinliddi the army was used for Injustice."

Soldiers: Invasion Turn; 10 new units in Esvuthil.

Digijelm: 6 units in Troll Mountains (Blue Moon Plateau, Yolp, Eastern Rockwoods).

Telmori: 2 units in Mountains of Ralios.

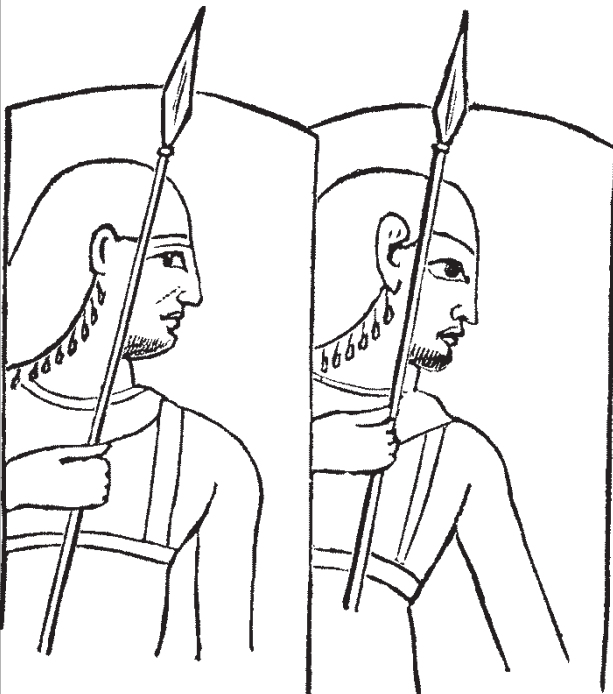
Victory Points: Rites of Khordavu

Turn 6 Arkat's Crusade

"The first Complete Emperor incorporated the High Council of Genertela and together they created a new God, Nysalor. The Hero Arkat led an army of barbarians and monsters in a crusade from the West and then from the South to destroy the new god, which he called Chaos."

Barbarians: Invasion turn; 24 units. Must start placing armies in Ralios until overrun, then Karia, then in Dragon Pass.

Victory Points: Complete Emperor



Turn 7 Reforestation

"A great army of woodmen came out of the woods burning down human habitations and killing domestic beasts. Many thousands of square miles were reclaimed by the people of the woods."

Aldryami: Invasion turn

Victory Points: Complete Emperor

Turn 8 Empire of Gloom

"The nations of Pelanda united under their tyrant and marched against Dara Happa. A Spolite became Emperor and the gods turned their backs on him. He was a heretic and evil, his body was fed to black dogs."

Pelandans: Invasion turn

Victory Points: Complete Emperor, Nation scoring

Turn 9 Syranthir

"The New Light of Denesiod founded a new dynasty. In the west, foreigners from Fronela led by a man called Syranthir established themselves and helped overthrow the Spolites."

Carmanians: 6 Cavalry appear in Charg.

Balazarings: 3 Units appears in Votankiland.

Victory Points: Complete Emperor

Turn 10 Empire of Wyrms Friends

"Dragon worshippers from the south send missionaries, warriors, and eventually dragons, to conquer Dara Happa"

YOUF: Invasion turn; 20 infantry Dragon Pass. In the overpopulation phase 3 YOUF infantry of the player's choice are changed into Dragons.

Carmanians: 10 new infantry appear in any area they control.

Victory Points: Complete Emperor

Turn 11 Dara Happa Stirs

"The Dragon Sun was an impossible emperor, but passed all the tests."

Pelorians: Invasion turn

Theyalans: Invasion turn

Soldiers: Invasion turn

Digijelm: Invasion turn

Barbarians: Invasion turn

YOUF: Invasion turn

Victory Points: Complete Emperor

Turn 12 Generations of War

"The Youf were driven back from Dara Happa territory"

Balazarings: Invasion turn

YOUF: Invasion turn

Victory Points: Complete Emperor, Nation scoring

Turn 13 Call to Heroes

"The Emperor accepted peace so that everyone could join him against the common enemy, the dragons. The True Golden Horde marched south and was eaten by the Dragons."

Victory Points: Call to Heroes

Turn 14 Carmanian March

"The Dara Happans fell victim to an ancient magic. Now it is known as the Carmanian March."

There were outbreaks of Broo trouble from Dorastor."

Carmanians: Invasion turn

Telmori: Invasion turn

Victory Points: Complete Emperor, Shah

Turn 15 First Battle of Chaos

"The Zero Wane, Battle of Seven Horses, First Battle of Chaos, Battle of the Four Arrows of Light, Battle of Castle Blue, the Red Moon rises"

Hirenmador (The Warlords, who had been forced from Peloria had built up strength in Pent and returned to both fight for and against the New Moon as both mercenaries and loyal converts. They called themselves the Char-Un.): 2 new units in Pent

Hyalorings: 2 new units in Pent

Veshtargos: 2 new units in Pent

Pelorians: Invasion turn. The Bat appears in Eastern-most Carmanian occupied area. Any units killed in this area changed to a Mad Horde which are treated as if they are part of the Telmori nation.

Victory Points: Complete Emperor, Shah

Turn 16: Empire of the Red Moon

"The Era of Rule and the Era of War. Jannisor's Rebellion"

Hirenmador: Invasion

Hyalorings: Invasion turn

Veshtargos: Invasion turn

Alkoth: Invasion turn

Pelorians: Invasion turn



Theyalans: Invasion turn

Praxians: Invasion turn

Soldiers: Invasion turn

Aldryami: Invasion turn

Telmori: Invasion turn

Barbarians: Invasion turn

Carmanians: Invasion turn

Victory Points: Complete Emperor, Shah, Nation scoring

All quotes from the **Fortunate Succession**.

Part 3: Nations

Player 1

Hirenmador

Start the game with 4 Cavalry in Naveria

Unit Limit: 8 Cavalry

Nation Scoring: 1VP per area

Exit: 2VP per unit exiting via Pent

Kill:

Aldryami, Carmanians 2VP

Warlords 1VP

Pelorians

Start the game with 1 Infantry in each area: Lenshi, Dog Plains, Imther, Kostaddi, Dikoria, Darsen, Rinliddi, Kestinlands, Dara Ni, Lakrene, Darjiin, San-ken, Vanch, Dara Ni. (total 14)

Unit Limit: 24 Infantry +1 Bat

Special Rule: -1 to die rolls in battle. (including for the bat)

Special Unit: The Crimson Bat appears in turn 15 in Eastern-most Carmanian area. Acts as Cavalry with 6 attack die.

Units killed by the Bat in Turn 15 are converted into Telmori (they are actually the Mad Horde, not wolf men, but they act in this game as if they are Telmori) and placed in the area where they were killed in the Pelorian Overpopulation phase.

Nation Scoring: 1VP per unit

Kill: Aldryami, Carmanians 2VP

Telmori

(Includes other Chaos Monsters).

Appear in Round 5 with 2 Infantry in Mountains of Ralios

Unit Limit: 5 infantry

Special rules:

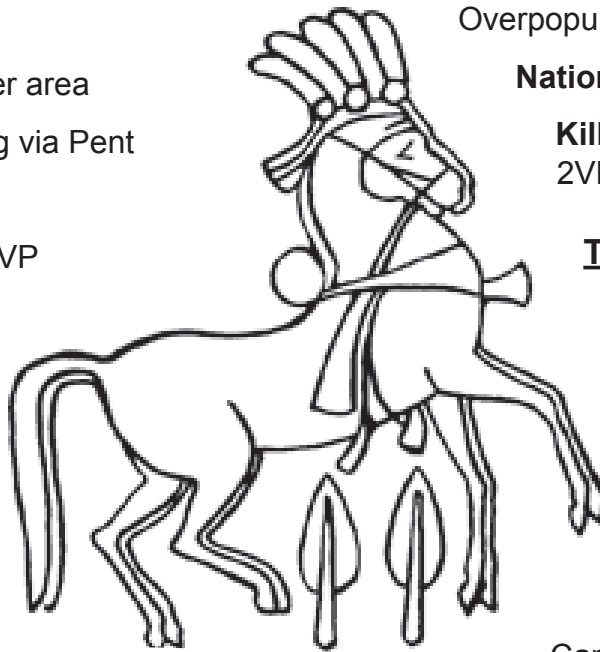
Cannot be killed.

Treat Mountains as rough terrain.

Ignore the Curse of Dorastor.

Must retreat after the first round of battle, unless all the opposition killed or retreated. If there is no legal retreat they are moved to an empty Mountain or Cursed Dorastor.

Nation Scoring: None



Capture once: Dara Ni, Vanstal, Vonlath, Tork: 4VP

Kill: anyone 1VP

Praxians

Appear in Round 3 with 10 Cavalry in Dragon Pass

Unit Limit: 10 Cavalry

Special rules:

Population increase for Hungry Plateau.

New units on Hungry Plateau only.

Nation Scoring: Hungry Plateau 6VP

Capture once:

Vonlath 5VP

Saird 2VP

Kill:

Warlords 5VP

Aldryami 2VP

Player 2

Hyalorings

Start the game with 3 Cavalry in Saird, 2 Cavalry in Sylila

Unit Limit: 8 Cavalry

Nation Scoring: 3VP per open area

Capture once:

Darjiin 4VP

Naveria, Dara Ni 2VP

Exit: 3VP per unit exiting via Pent.

Kill: Warlords 2VP

Aldryami

Appear in turn Round 4 with one infantry unit in each of Rist, Erigia, Elder Wilds.

Unit Limit: 10 Infantry, 10 Forests



Special Units

Forest is created in any area that Aldryami gain possession at the end of the battle phase - move zero

Nation Scoring: Each forest counter on board 4VP.

Barbarians

Appear in Round 6 with 24 Infantry. Must start placing armies in Ralios until overrun, then Karia, then in Dragon Pass.

Unit Limit: 24 Infantry

Nation Scoring:

10VP if Dorastor cursed.

1VP per area.

Special ability:

Curse Dorastor. If Barbarians hold Dorastor they may curse it making it uninhabitable to any but Telmori. This is done after the overpopulation phase. Units in Dorastor are moved to any adjacent area (without other nations in it) - i.e. Karia, Talastar, Skanthei,

Anadikki. Place the Curse Counter in the area.

Kill: The Bat 4VP

YOUF

Appear in Round 10 with 20 infantry Dragon Pass. In the overpopulation phase, 3 YOUF infantry of the player's choice are changed into Dragons.

Unit Limit: 20 Infantry, 3 Dragons

Special Units

Dragons act as Cavalry with 4 attack die, Ignore other nations when moving and can move in mountains as if Rough Terrain.

Nation Scoring: none

Capture once: Any area 1VP

Exit: 1VP per unit exiting via Dragon Pass

Kill: anyone 2VP

Player 3

Veshtargos

Start the game with 6 Cavalry spread over Pent, Ezarkos, Althil, Velthil, Jarasan, Birin

Unit Limit: 8 Cavalry

Nation Scoring: None

Capture once:

Spol 4VP

Bindle, Oronin 3VP

Old Darklands, Pelanda, 2VP

Esvuthil, Koror, Dikoria, Lenshi, 1VP

Exit: 1VP per unit exiting via Pent .

Kill: Anyone 2VP

Theyalans

Start the game with 4 Infantry in Dragon Pass, 2 Infantry in Ivory Plinth

Unit Limit: 30 Infantry

Nation Scoring: 1VP per area

Capture once:

Dorastor 10VP

Karia 4VP

Die fighting: Anyone 1VP

Kill:

The Bat 4VP

Aldryami, Alkothei 1VP

Carmanians

Appear in Round 9 with 6 Cavalry in Charg

Unit Limit: 8 Cavalry, 20 Infantry

Nation Scoring: 1VP per area

Turn 12: 1VP per unit in Charg

Capture once:

Vonlath, Rinliddi, Saird 4VP

Sanken, Kostaddi, Althil 2VP

Kill:

Alkothei, Dragons 4VP

Anyone else 2VP



Balazarings

Appear in Round 9 with 3 Units in Votanki-land

Unit Limit: 5 Infantry

Nation Scoring: 1VP per unit

Capture once: Dog Plains, Dragon Pass, Ivory Plinth, Saird 2VP

Kill: Anyone 1VP

Player 4

Alkoth

Start the game with 3 Killmen in Henjarl

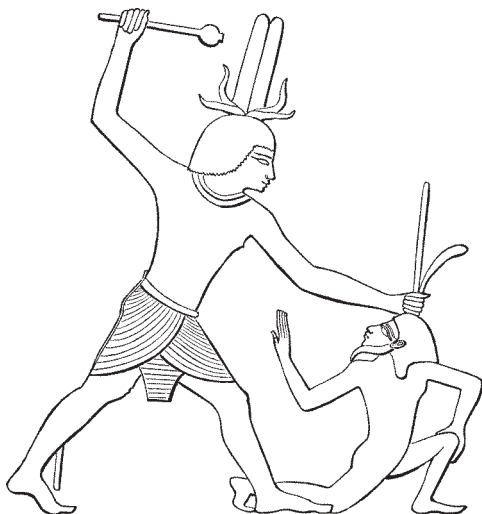
Unit Limit: 12 Killmen

New units in Henjarl only.

Each Alkoth unit has 2 attack die when attacking.

If units are not connected to Henjarl via Alkoth or Soldier controlled or empty areas they are removed in the overpopulation phase.

A new Alkothi appears in Henjarl automatically if there are none left. That is, in the population increase phase of any Alkoth nation turn



where there are no Alkothi units alive, a new unit appear in Henjarl. It will need to fight any enemies currently in possession of Henjarl.

Nation Scoring: 1VP per area

Kill:

Any units in Darjiin 5VP

Any other units 2VP.

Pelandans

Start the game with 1 Infantry in each area: Karasal, Pelanda, Red City, Oronin, Bindle, Old Darklands, Eol, Vanstal, Worion, Jhor, Suvaria (total 11)

Unit Limit: 24 Infantry

New units can only come from original areas.

No population growth for rough terrain.

Special Rule: If not connected via controlled areas to an original area then units are converted into Pelorians in the overpopulation phase.

Nation Scoring: 1VP per unit

Capture once:

Vonlath 6VP

Esvuthil 4VP

Henjarl 2VP

Birin, Darjiin, Darsen, Dikoria, Doblian 1VP

Digijelm

Appear in Round 5 with 6 units in Troll Mountains (Blue Moon Plateau, Yolp, Eastern Rockwoods)

Unit Limit: 12 infantry

Special Abilities:

Digijelm can move through any Nation, other than the holder of Darsen or Aldryami, without stopping.

Inhuman Occupation. Digijelm can ignore the Deathline and enter Dragon Pass and Ivory Plinth.

Can move in Mountains, treating them as Rough terrain.

Nation Scoring: 1VP per unit.

Capture once: Naveria, Dikoria, Doblian, Talastar, Votankiland, Jarst, Karia, Ralios, Arir: 1VP

Kill: Aldryami 2VP

Soldiers

Appear in Round 5 with 10 Infantry in Esvuthil

Unit Limit: 10 Infantry

New units in Esvuthil, Henjarl and Vonlath only

Nation Scoring: 1VP per unit

Die fighting: Barbarians 3VP

Capture once: Vanch, Rinliddi 10VP

Kill: Aldryami, Pelandans, Theyalans, Barbarians Warlords, Carmanians, YOUF 1VP

